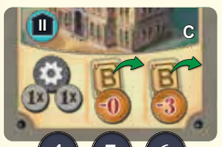
APPENDIX

In this document, find each of the 8 neutral buildings (including the 4 II sides) and the 10 private buildings (side a and side b) and all of their actions. The last page gives an overview of the bonus tiles, auxiliary actions, actions of the bonus cards as well as immediate actions of the objective cards.

NEUTRAL BUILDINGS

1. Discard exactly 2 sheep cards of the **same type** and gain 2 pounds.
2. Hire one worker for that worker's hiring cost.
3. Hire another worker. The hiring cost is increased by 3 pounds.
   See page 13 for details.



1. Move your gold marker 1 space forward.
   See page 18 for details.
2. Perform one single or one double auxiliary action.
   See page 18 for details.
3. Invest in a bonus tile for that bonus tile's cost (consider modifiers on tiles).
   See page 13 for details.
4. Perform one single or one double auxiliary action.
   See page 18 for details.
5. *Same as 3. above.*
6. Invest in a bonus tile. The cost is increased by 3 pounds (consider also modifiers on tiles).
   See page 13 for details.

1. Shear up to as many sheep of **different types** as you have shearers and gain pounds equal to those sheep's total wool value plus your permanent wool. (Check if you can place one of your player discs onto a wool trading post.)
   You may draw and discard one card for each shearer you do not put to use for shearing your sheep.
   See page 16 for details.
2. Perform one single auxiliary action.
   See page 18 for details.

1. Move your ship up to as many spaces in any direction as you have sailors in your sailor row (and/or upgrade a harbour if possible).
2. Move your ship 1 space in any direction (or upgrade a harbour if possible).
   See page 15 for details.
3. Perform one single auxiliary action.
   See page 18 for details.
4. Move your ship up to as many spaces in any direction as you have sailors in your sailor row (and/or upgrade a harbour if possible).
5. *Same as 4. above.*
   See page 15 for details.

1. EITHER advance your disc 2 spaces on the pathfinder track OR gain one objective card.
   See page 17 for details.
2. Move your ship up to as many spaces in any direction as you have sailors in your sailor row (and/or upgrade a harbour if possible).
   See page 15 for details.
3. EITHER perform one single auxiliary action OR gain one objective card.
   See pages 18 OR 17 for details.
4. Advance your disc 2 spaces on the pathfinder track.
   See page 17 for details.

1. Discard exactly one "English Leicester" sheep card and gain 2 pounds.
2. Place one of your private buildings onto an empty building space on the trail **or** replace one of yours. Pay 2 pounds for each craftsman needed.
   See page 14 for details.

1. Discard exactly one "Southdown" sheep card and gain 3 pounds.
2. Buy sheep from the sheep market. (Make sure that each of your shepherds is only put to use once during this action.)
   See page 14 for details.

1. Shear one sheep and gain pounds equal to that sheep's total wool value plus your permanent wool. (Check if you can place one of your player discs onto a wool trading post.)
   See page 16 for details.
2. Invest in a bonus tile for that bonus tile's cost (consider modifiers on tiles).
   See page 13 for details.
3. Remove a hazard tile for 5 pounds and place it face up in front of you. Also take the card depicted on the tile.
   See page 18 for details.
4. EITHER perform one single or one double auxiliary action OR gain one objective card.
   See pages 18 OR 17 for details.
5. *Same as 3. above.*

PRIVATE BUILDINGS A

1. Gain 2 pounds for **each** of **your** private building tiles that is located ***in the lush grass***.

   A building tile is *in the lush grass* if it was placed on a building space with a grass icon.

   If your private building tile "1a" is located in the lush grass itself, it counts in like manner.
2. Perform one single auxiliary action.

1. Perform one single or one double auxiliary action.
2. Move your runholder 1 step forward along the trail. On the newly reached location, perform phase B again.

1. Shear **up to two** sheep of **different types** and gain pounds equal to those sheep's total wool value plus your permanent wool. (Check if you can place one of your player discs onto a wool trading post.)
2. Invest in a bonus tile for that bonus tile's cost (consider modifiers on tiles).

1. Hire one worker. The hiring cost is reduced by 2 pounds.
2. Draw up to two cards from your personal draw stack. Then immediately discard as many cards as you drew.

1. Move your ship up to as many spaces in any direction as you have sailors in your sailor row (and/or upgrade a harbour if possible).
2. Move your runholder up to 2 steps forward along the trail. On the newly reached location, perform phase B again.

For **each two** hazard tiles that you have collected: Gain 7 pounds AND advance your disc 2 spaces on the pathfinder track. (You do not dispose of any of your hazard tiles.)

1. Shear **up to three** sheep of **different types** and gain pounds equal to those sheep's total wool value plus your permanent wool. (Check if you can place one of your player discs onto a wool trading post.)
2. Move your ship up to 3 spaces in any direction (and/or upgrade a harbour if possible).

1. Gain 7 pounds.
2. Move your runholder up to 3 steps forward along the trail. On the newly reached location, perform phase B again.

1. Hire one worker. The hiring cost is reduced by 3 pounds.
2. Invest in a bonus tile for that bonus tile's cost (consider modifiers on tiles).
3. Remove a hazard tile (free of charge) and place it face up in front of you. Also take the card depicted on the tile and place it onto your discard pile.

1. Gain 7 pounds.
2. According to the usual rules, place one of your player discs from your player board onto the wool trading post 13. (Pay the delivery cost of 7 pounds and take a "Romney" sheep from the supply and place it onto your discard pile. At the end of the game, you score 3 victory points per disc on that wool trading post.)

PRIVATE BUILDINGS B

1. Move your certificate marker 1 space forward for **each** of **your** private building tiles that is located ***in the lush grass***.

   A building tile is *in the lush grass* if it was placed on a building space with a grass icon.

   If your private building tile "1b" is located in the lush grass itself, it counts in like manner.
2. Perform one single auxiliary action.

1. Perform one single auxiliary action.
2. Move your runholder up to 2 steps forward along the trail. On the newly reached location, perform phase B again.

1. Discard exactly 2 sheep cards of the **same type** and gain 3 pounds.
2. Invest in a bonus tile for that bonus tile's cost (consider modifiers on tiles).

1. Gain 2 pounds for each shepherd you have in your shepherds row.
2. Draw up to three cards from your personal draw stack. Then immediately discard as many cards as you drew.

1. Gain as many pounds as you have storehouses placed on the sea routes board.
2. Move your runholder up to 2 steps forward along the trail. On the newly reached location, perform phase B again.

1. Discard exactly one sheep card **of any type**, then move your gold marker 1 space forward AND gain 5 pounds.
2. Advance your disc 3 spaces on the pathfinder track.

1. Gain 6 pounds.
2. Take a "Romney" sheep from the supply and place it onto your discard pile.

1. Gain 1 exchange token.
2. Gain 5 pounds.
3. Move your runholder up to 3 steps forward along the trail. On the newly reached location, perform phase B again.

1. Perform one single or one double auxiliary action.
2. Move your certificate marker up to 2 spaces forward.
3. Advance your disc 4 spaces on the pathfinder track.

1. Move your ship up to 3 spaces in any direction (and/or upgrade a harbour if possible).
2. Place one storehouse from your player board onto a harbour which is up to 7 spaces away from your ship (including the cost to place a storehouse).

OTHER ACTIONS

Objective cards: Immediate Actions

Gain 4 pounds.

Gain two exchange tokens.

Move your certificate marker up to 2 spaces forward.

Advance your disc 2 spaces on the pathfinder track.

Move your ship up to 2 spaces in any direction (and/or upgrade a harbour if possible).

Player board: Auxiliary Actions

Single auxiliary action	Double auxiliary action
Gain 1 pound.	Gain 2 pounds.
Draw 1 card from your personal draw stack. Then immediately discard 1 card.	Draw 2 cards from your personal draw stack. Then immediately discard 2 cards.
Pay 2 pounds and move your certificate marker 1 space forward.	Pay 4 pounds and move your certificate marker up to 2 spaces forward.
Pay 1 pound and move your ship 1 space in any direction (or upgrade a harbour if possible).	Pay 2 pounds and move your ship up to 2 spaces in any direction (and/or upgrade a harbour if possible).
Pay 1 pound and advance your disc 1 space on the pathfinder track.	Pay 2 pounds and advance your disc on 2 spaces the pathfinder track.

Bonus tiles: Overview

When you invest in a bonus tile you **must meet all requirements** and take all rewards (especially cards). Only if the corresponding card supply is empty, you do not take one. As usual, victory points in the upper right corner are rewarded at the end of the game.

From now on you have a permanent certificate for use.

Gain 3 exchange tokens and move your gold marker 1 space forward.

From now on you have a permanent wool for use. Also gain 1 exchange token.

Gain 1 exchange token.

Remove a hazard tile for 3 pounds, place it face up in front of you, take the card depicted on that tile and place it onto your discard pile.

Move your gold marker 4 spaces **backwards**.

Take a "Sheepdog" card from the supply, place it onto your discard pile and move your gold marker 2 spaces forward.

Take a "Ferry" card from the supply, place it onto your discard pile and move your gold marker 2 spaces forward.

Advance your disc 2 spaces on the pathfinder track, take a "Kōtare bird" card, place it onto your discard pile and move your gold marker 1 space forward.

Remove 1 sheep of your player color with breeding value 2 of your **hand cards** entirely from the game (and thus your deck) by returning it to the box, then take a "Romney" sheep from the supply and place it onto your discard pile. Also move your gold marker 1 space forward.

Bonus cards: Immediate Actions and Special Actions

Gain 1 pound per objective card already placed in your ***personal objective area*** (beneath your player board).

Then draw 1 card from your personal draw stack.

Gain 1 pound AND advance your disc 1 space on the pathfinder track.

Then draw 1 card from your personal draw stack.

Gain 1 pound OR place **all** cards you receive this turn **onto** your personal draw pile.

Then draw 1 card from your personal draw stack.

Gain 2 pounds OR **replace** one of your private buildings with one from above your player board that needs **exactly** 1 more craftsman (i.e., difference between the two building tiles is 1).

Then draw 1 card from your personal draw stack.

Gain 1 pound OR place one **storehouse** from your player board onto a harbour which is **up to** 3 spaces away from your ship (including the cost to place a storehouse). *See example on the right for valid placements.*

Then draw 1 card from your personal draw stack.

General note: Any of the five bonus cards shown in this section, as well as all the deck-building cards (except for the "Romney" sheep) can be played from your hand during your turn: EITHER before performing phase A OR **before or after** performing any single action in phase B. This means that you are neither allowed to play these cards in the middle of your movement, an action (the 4 Wellington subphases count as one action) nor after you have started phase C.

Note: You **cannot** combine multiple deck-building and/or bonus cards to stack their effect. But you may play one of these cards only to draw a card, thus completely forfeiting its effect.

Tip: To speed up the game, you can agree to play these cards even outside your turn (and after having resolved their effect, draw one card). However, this does not apply to the special effects of the cards from Sets 4, 5 and 6 (as the A>B symbol implies) these can **only** be performed **on your turn**.